1920s Era Investigator



Name Anna Marlowe Birthplace Boston, MA Age 31

Occupation Journalist Residence Boston, MA Gender

Characteristics

	Regular	Hard	Extreme		Regular	Hard	Extreme
STR	40	20	8	SIZ	50	25	10
CON	50	25	10	POW	60	30	12
DEX	60	30	12	APP	50	25	10
INT (IDEA)	70	35	14	EDU (KNOW)	80	40	16

	Maximum	Current
Hit Points	10	
Magic Points	12	

	Starting	Current	Insane
Luck			
Sanity	60		

60 Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills

	Regular	Hard	Extreme
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Photography (05%) *Art / Craft*	50	25	10
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)	60	30	12
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	40	20	8
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ French (01%) *Language (Other)*	21	10	4
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)	70	35	14
☐ Listen (20%)	40	20	8
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)	25	12	5
☐ Persuade (10%)	50	25	10
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	60	40	12
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	50	25	5
☐ Stealth (20%)	40	20	8
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + DB	1	-	-	-
.22 Short	60	30	12	1d6	1 (3)	10	6	100

Move 8

Build 0

Dodge (Regular 30 / Hard 15 / Extreme 6)

Damage Bonus -

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My Story

Backstory

Personal Description

You work for the Boston Traveler, but it's run out of money

Traits

Ideology & Beliefs

Injuries & Scars

Significant People

Your old professor from college, Mr. Hollister, who helped you land your first job

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Silk gloves

Small purse

Wealth

Spending Level

Cash $20

Assets

Fellow Investigators

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

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1920s Era Investigator



Name Henry Ellery Birthplace Oneonta, NY Age 34

Occupation Doctor Residence Boston, MA Gender

Characteristics

	Regular	Hard	Extreme		Regular	Hard	Extreme
STR	50	25	10	SIZ	40	20	8
CON	50	25	10	POW	70	35	14
DEX	50	25	10	APP	60	30	12
INT (IDEA)	80	40	16	EDU (KNOW)	60	30	12

	Maximum	Current
Hit Points	9	
Magic Points	14	

	Starting	Current	Insane
Luck			
Sanity	70		

70 Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills

	Regular	Hard	Extreme
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)	25	12	5
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	60	30	12
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ Latin (01%) *Language (Other)*	40	20	8
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)	60	30	12
☐ Natural World (10%)	30	15	6
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)			
☐ Biology (01%) *Science*	60	30	12
☐ Pharmacy	50	25	10
☐ Zoology	50	25	10
☐ Sleight of Hand (10%)	30	15	6
☐ Spot Hidden (25%)			
☐ Stealth (20%)			
☐ _____ (10%) *Survival*	50	25	10
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + DB	1	-	-	-

Move 8

Build 0

Dodge (Regular 25 / Hard 12 / Extreme 5)

Damage Bonus -

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My Story

Backstory

Personal Description
You work for the Boston City Hospital

Ideology & Beliefs

Significant People
Warren Hollister, a kindly patient of yours that you visit occasionally for his heart palpitations

Meaningful Locations

Treasured Possessions

Traits

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

Gear & Possessions

Medical bag

Wealth

Spending Level
Cash $20
Assets

Fellow Investigators

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____



Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

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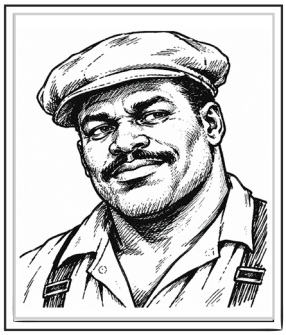
1920s Era Investigator



Name Albert Kowalski Birthplace Albany, NY Age 29

Occupation Missionary Residence Boston, MA Gender

Characteristics

	Regular	Hard	Extreme		Regular	Hard	Extreme		Maximum	Current
STR	50	25	10	SIZ	80	40	16	Hit Points	13	
CON	50	25	10	POW	60	30	12	Magic Points	12	
DEX	60	30	12	APP	40	20	8	Luck	Starting	Current
INT (IDEA)	50	25	10	EDU (KNOW)	70	35	14	Sanity	Starting 60	Current / Insane

Call of Cthulhu®

60 Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills

	Regular	Hard	Extreme
☐ Accounting (05%)	60	30	12
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Forgery (05%) *Art / Craft*	70	35	14
☐ _____			
☐ Charm (15%)	60	30	12
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)	50	25	10
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Regular	Hard	Extreme
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	40	20	8
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)	50	36	10
☐ Medicine (01%)			
☐ Natural World (10%)	50	25	10
☐ Navigate (10%)			
☐ Occult (05%)			

	Regular	Hard	Extreme
☐ Persuade (10%)	30	15	6
☐ Boat Pilot (01%)	21	10	4
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	30	15	6
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)			
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ Operate Hvy Machine	21	10	4
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25 / 12 / 5	1D3 + DB	1	-	-	-

Move 7

Build +1

Dodge (Regular 30 / Hard 15 / Extreme 6)

Damage Bonus +1d4

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My Story

Backstory

Personal Description

You do odd jobs around the city, enjoy helping kids

Traits

Ideology & Beliefs

Injuries & Scars

Significant People

Warren Hollister - museum curator who gives you free access in exchange for some handyman work

Phobias & Manias

Meaningful Locations

You adore Boston's Museum of Fine Arts—a wonderful place to spark kids' imaginations, broaden their horizons, and entertain them without spending a dime.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Wealth

Spending Level

Cash $10

Assets

Fellow Investigators

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

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1920s Era Investigator



Name Cora Cabot Birthplace London, UK Age 33

Occupation Antiquarian Residence New York, NY Gender

Characteristics

	Regular	Hard	Extreme		Regular	Hard	Extreme		Maximum	Current
STR	80	40	16	SIZ	50	25	10	Hit Points	10	
CON	50	25	10	POW	40	20	8	Magic Points	8	
DEX	70	35	14	APP	60	30	12	Luck	Starting	Current
INT (IDEA)	50	25	10	EDU (KNOW)	60	30	12	Sanity	40	

Sanity: Starting 40 | Current | Insane

40 Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills

	Regular	Hard	Extreme
☐ Accounting (05%)	50	25	10
☐ Anthropology (01%)			
☐ Appraise (05%)	50	25	10
☐ Archaeology (01%)			
☐ Fine Art (05%) *Art / Craft*	40	20	8
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	70	35	14
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	60	30	12
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Regular	Hard	Extreme
☐ Firearms (Rifle/Shotgun) (25%)	45	22	9
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	40	20	8
☐ Intimidate (15%)	35	17	7
☐ Jump (20%)			
☐ German (01%) *Language (Other)*	50	25	10
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)	25	12	5
☐ Library Use (20%)	60	30	12
☐ Listen (20%)			
☐ Locksmith (01%)	21	10	4
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Regular	Hard	Extreme
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	40	20	8
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + DB	1	-	-	-

Move 9

Build +1

Dodge — Regular 30 | Hard 15 | Extreme 6

Damage Bonus +1d4

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My Story

Backstory

Personal Description
You're on staff at NYU in their Egyptology department

Traits

Ideology & Beliefs

Injuries & Scars

Significant People
Ethel Browning, a brainy curator at the Boston Museum that you have mentored

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Wrist Bag
Journal

Wealth

Spending Level
Cash $30
Assets

Fellow Investigators

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____



Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

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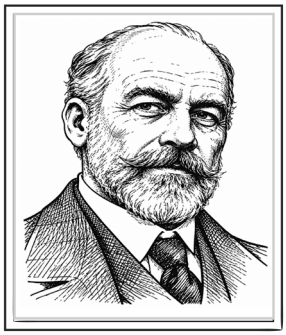
1920s Era Investigator



Name Victor Abernathy Birthplace Boston, MA Age 57

Occupation Police Officer (Ret.) Residence Pembroke, MA Gender

Characteristics

	Regular	Hard	Extreme		Regular	Hard	Extreme
STR	50	25	10	SIZ	50	25	10
CON	70	35	14	POW	50	25	10
DEX	40	20	8	APP	80	40	16
INT (IDEA)	60	30	12	EDU (KNOW)	60	30	12

	Maximum	Current
Hit Points	12	
Magic Points	12	

	Starting	Current	Insane
Luck			
Sanity	50		

50 Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills

	Regular	Hard	Extreme
☐ Accounting (05%)	25	12	5
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Acting (05%) *Art / Craft*	50	25	10
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	50	25	10
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	60	30	12
☐ Fighting (Brawl) (25%)	45	22	9
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)	60	30	12

	Regular	Hard	Extreme
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)	60	30	12
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)	40	20	8
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Regular	Hard	Extreme
☐ Persuade (10%)	30	15	6
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)	40	20	8
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	50	25	10
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)	40	20	8
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	45	22	9	1D3 + DB	1	-	-	-
.32 Revolver	60	30	12	1d8	1 (3)	15	6	100

Move 8

Build 0

Dodge (Regular 20 / Hard 10 / Extreme 4)

Damage Bonus -

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My Story

Backstory

Personal Description
You retired from the Boston police department last year

Traits

Ideology & Beliefs

Injuries & Scars

Significant People
Warren Hollister, your reliable neighbor

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Wealth

Spending Level
Cash $15
Assets

Fellow Investigators

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**
Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

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